

Piece
- piece: String - pos: pair<int,int> - isKing: bool
+ Piece(String,int,int) + getPos(): pair<int,int> + setPos(int,int): void + getPiece(): String + setPiece(String): void + setKing(bool): void + getKingStatus(): bool + swapPos(pair<int,int>): void

Player
- name: String - ourPiece: String - board: Board *
+ Player(String) + setBoard(Board *): void + setPiece(String): void + getPiece(): String + getName(): String + makeMove(map<string,int> &): void

Board
- DIM: const int - board: list<list<Piece *>>
- fillBrd(): void - isVldSquare(int,int): bool - putPieces(): void - canMove(String,pair<int,int>): bool - canMoveKing(pair<int,int>): bool - canCapture(String,pair<int,int>,pair<int,int> &,bool &): bool - canCaptWithKng(String,pair<int,int>,pair<int,int> &,bool &): bool - capture(String,pair<int,int>,pair<int,int>,pair<int,int>): void - dsplyKings(String): void - willForfeit(String): void + Board() + ~Board() + dsplyBrd(): void + jumpTo(int,int): list<Piece *>::iterator + move(String,map<String,int> &)